

This is ACHERON, a Diplomacy gazette and journal of the Diplomacy Division of the NFFG Games Bureau. It appears at irregular intervals. It has no games. It is free to members of the Division, \$1/10 to regular members of the Games Bureau, \$1.50/10 to other subscribers. ACHERON is edited and published by the Division Chief, Rod Walker, 5058 Hawley Blvd., San Diego CA 92116. This is Pandemonium Publication #151.



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BY WAY OF EXPLANATION

This issue is out to keep things going, without having to wait until the last set of ballots comes in. Also, since I will not have time for this sort of thing until mid-June, ACHERON 4 will be approximately 3 weeks late (at least). I might note that everything else I publish is likely to be late as the end of the quarter approaches. Unless, of course, our campus is forced to close by the bunch of ignorant creeps who just spent the last week-end in Washington protesting their own ignorance!

Anyway, this is to explain a few things and to make a few minor alterations in Division structure which should help simplify things. There is also a new ballot.

1. What is the Division? That is a question which is not entirely resolved. However, it may help to define clearly some of the things it is, and is not. First of all, the Division is an administrative creation of the NFFG Games Bureau, and this fundamental relationship places certain constitutional restrictions on us. As I have said before, there is considerable latitude in our position.

One thing we are not, and I think we should bear this in mind, is any sort of official spokesman for the Diplomacy world at large. We may come closer than anybody else, since we are at the moment the only functional organization (but see below). However, only an organization which commands the active membership and support of all of the major Gamesmasters, editors, publishers, and players can claim to be an "official" representative of the postal Dippy world.

What we are, at least in part, is a service organization. That is, we are in a unique position to do a great deal of good for postal Diplomacy. What we are engaged in at the moment is determining what we can do, and how to do it. There is still a lot of work to do setting up our decision-making and administrative machinery, but we are well on the way.

2. Other Groups: One of the big needs in postal Dippydom is a broad-base organization which is addressed specifically to the needs of the average player. Such an organization can be a perfect complement to the Division.

Let us diverge for a moment here and mention that I think we should do as much as we can to prevent postal Dippydom from splitting up into feuding, competing groups. Different organizations can cooperate and help each other.

One possibility for the organization mentioned above is the Diplomacy Society of the International Federation of Gamesmasters. Len Lakofka, IFG President, Chris Schleicher, Society Chief, and I have begun to correspond on this. I have suggested, and Len has said this might be done, that any Diplomacy player be eligible to join the Society, whether he is a member of the IFG or not. I have also proposed a close liaison between the Society and the Division, the details of which will be worked out later. We will keep you posted as the situation develops.

3. What is ACHERON? Put briefly, ACHERON is for the purpose of allowing the Division Chief to communicate with the members, not for the members to communicate with each other. Given the 8-10 page limit which time and finances must set to ACHERON's size, this is essential. I cannot undertake to print, in extenso, everything which is sent to me by the membership. Your letters and comments are primarily for my guidance. I try to reply quickly to most of what you send, if for no other reason than letting you know my reactions to your ideas.

It is assumed that you will communicate with each other. In fact, this is one of the reasons deadlines between publication and ballot receipt is so long. The other reason is to allow you sufficient time to consult your players, if you wish.

For the present, ACHERON will contain the results of previous votes, the introduction of new business, general information of interest to members, and other official materials. There will be sufficient commentary to enable you to be sure of what issue(s) is (are) being discussed. What you read will reflect my position as Division Chief, which is not necessarily my personal position (for example, ACHERON 1 gave considerable play to the "weighted vote" idea, which I later voted against).

Beyond this, I will include as much other material, discussions and ideas from the members, as I have room for (and time to type up...and time is at a premium at the moment). Eventually, I hope we will have space for special features, things of a general informational nature. See Item 1 on Ballot #5, enclosed.

4. Membership Categories. Nearly all those who have commented on the membership categories set up in ACHERON 1 (p. 2) have suggested that the whole thing is unnecessarily complex; further, such titles as "associate" and "auxiliary" suggest a status which is somehow diminished (which no such connotation was intended). Therefore, a change in terminology is needed to prevent unnecessary misunderstanding.

There will be only two categories of membership: Full and Honorary. For administrative purposes, there are seven types of full membership: A, Active GM of regular games which use all Division rules; B, same, using the Permanent Rules, but not necessarily others; C, same, not using (necessarily) Division rules; D, same, of variant games; E, active editor and/or publisher of a Dippy 'sine; F, an inactive GM, editor, or publisher, still an active player, retained on membership rolls by a majority vote of the membership; G, an active player, admitted by a 2/3 vote of the membership.

Some procedural notes: the votes required for F and G mean a majority or 2/3, respectively, of "yes" votes from all those voting; in other words, an abstention on membership questions will have the same effect as a "no" vote. For obvious reasons, questions relating to the Division rules (i.e., interpretations of the Rulebook), or to additions thereto or deletions therefrom, are voted upon only by A and B members. Admission to any type, A-E, is automatic upon meeting Membership Conditions 1-4 (see ACHERON 2, p. 6), plus Condition 5 for type A or B.

For the moment, there seems no need to limit the number of people who are eligible to join the Division under types F and G. Type F could be applied retroactively to people such as John Smythe. For the moment, the following guidelines seem apt.

Type F: This should include people who ceased GMing, pubbing, or editing under "honorable" conditions...that is, they didn't just stop, flink out, or pull some other stunt of that nature. Must meet conditions 1 and 6.

Type G: This should be selectively applied, to people who have made some significant or important contribution to postal Diplomacy. Members are free to nominate at any time; nominations must include a statement of qualifications. I would also like to suggest that a person nominated, but not elected, may be renominated only after the lapse of (say) a year. Must meet conditions 1 and 6.

Honorary membership is obviously an exceptional thing. It requires, as stated in earlier issues, a unanimous vote of those casting a ballot. He has all privileges of type A Full Membership, but is not required to pay dues.

See Item #2 on Ballot 5 for further material on this.

5. When Does Membership Cease? Membership condition 6 (see ACHERON 2, p. 6) stipulates continued active participation. What does that mean? Obviously, a member who fails (forgets?) to return a single ballot has not defaulted utterly. But what of the member who fails to return two, three, four consecutive ballots? When does a member cease to be a member? My personal choice is that a member ceases to hold that status after he fails to return two, or possibly three, consecutive ballots. What do you think? See Item #3, ballot 5.

6. Ballots and Dues. As of 10 May 1970, I have received both dues and Ballot #4 from: Barber, Borecki, Childers, Gaylord, Key, Krigsmen, Lakofka, Lindsay, Miller, Maus, St.Cyr, Schleicher, Turnbull, and Walker. Dues only from: Fong, Holcombe, Johnson, and Managg. This is just a reminder, since Ballot #4 is not due until 28 May.

Who Are You: Which reminds me, one of our new members, Jim Barber, has suggested I print the names and addresses of all the members. Up until recently, our membership has been so small that you all knew each other. This is increasingly not the case. So here is a list. Those with an asterix are definitely members, having paid the \$1 dues for the year. Others are members from whom I have yet to hear, or who have been invited and may possibly join. Several GMs have definitely said they would not join (at least for the present) (John Boardman, Lee Childs, John McCallum, Andrew Phillips, Ron Salcedo, Conrad vonMetake), one has resigned (Buddy Tretiak), and others are not listed for one reason or another. All are type A or B unless otherwise indicated.

- *1. Jim Barber (GM of #1970X in the RAMSAY DIPLOMAT), 111 E. Golden Lake Ln., Circle Pines MN 55014.
- *2. Ken Borecki (GM, Ed. of ROMAN), 19 Royal Rd., Rockville Centre NY 11570.
- *3. Mike Childers (D; GM, Ed. of HOSTIGOS, LAPUTA, LONGKORN), P.O. Box 1201, College Station TX 77840.
4. Sid Cochran (GM, Ed. of ORODUL/in LM), P.O. Box 607, Tyler TX 75701.
- *5. Larry Fong (GM, Ed. of BERZENKELY BARK), 704 Alice St., Oakland CA 94607.
- *6. P. M. Gaylord (GM, Ed. of RAMSAY DIPLOMAT), 3050 No. Fairview Ave., St. Paul MN 55113.
7. Edward Helle (GM, Ed. of BROBUNGHAG), Box 903, Gainesville FL 32601.
- *8. R. A. Holcombe (GM, Ed. of PACIFIC DIPLOMUR), 45 Kimberlin Heights Dr., Oakland CA 94619.
9. Scott Harkin (of THE WATCHER, forthcoming), 18 Beaver St., Wellesley MA 02181.
- *10. Bob Johnson (GM, Ed. of DIPLOMUR), PO Box 134, Whippany NJ 07981.
11. Eric Just (GM, Ed. of THE DIPLOMAT), Box 131, Paoli OH 73074.
12. Marty Kirkpatrick (of ANASTOPAS, forthcoming), 320 Yale St., Nampa ID 83651.
13. John Koning (GM, Ed. of gTab, RACHAROK), 318 S. Belle Vista, Youngstown OH 44509.
- *14. Henry Axel Krigsmen, Jr. (GM, Ed. of LEGATVS), 12 Kilburn Ave., Huntington Station NY 11746.
15. T. D. C. Kuch (GM, Ed. of THULCANDRA/in LM), 7354 Spring Lake Dr., Bethesda MD 20014.
- *16. Len Lakofka (GM, Ed. of LIAISON DANGEROUSES, BROTCORABUS), 1806 N. Richmond, Chicago IL 60647. (IPW President)
- *17. David Lindsay (GM, Ed. of HALF 'N' HALF/in LM), 2245 Fairmont Pkwy., Erie PA 16510.
- *18. Harry Managg (now GM, Ed. of INTERNATIONAL ENQUIRER), P.O. Box 769, Kankakee IL 60901 (note: IE is in process of transfer).
19. David Ray (GM, Ed. of BLEPESOU/in NUMEROR, NISKAGONIC UNIVERSITY/in NUMEROR), 7370 Cabrillo Ave., La Jolla CA 92037.
20. Bill McDuffie (GM, Ed. of VIBRAL CHAOS, THANGORODHIM, IF), 122 17th St., Buffalo NY 14223.
21. John Menninger (B; Ed./Pub. of DER BRANDENBURGER), 1320 Magnolia Ave., Modesto CA 95350.
22. Louis Manyhart (GM/Ed. of FRIGATE), 30-52 88th St., Jackson Heights NY 11369.
- *23. Don Miller (GM, Ed. of DIPLOMANTIA, DIPLOPHOBIA, HYDROPHOBIA, AUX ARMES!) (James Bureau Chairman), 12315 Judson Rd., Wheaton MD 20906.
- *24. Hal Maus (GM, Ed. of ADAS, et al.), 1011 Barrett Ave., Chula Vista CA 92011.
- *25. Larry St.Cyr (GM, Ed. of SLOTT ROAD), 1501 George Washington, Univ. of Mass., Amherst MA 01002.

26. George Schelz, Jr. (GM, Ed. of FUG-EAST), 9 Buffington Pl., Yonkers NY 1070
 - *27. Chris Schleicher (GM, Ed. of ATLANTIS; also GM in LIAISONS DANGEREUSES) (IFW Diplomacy Society Chairman), 1535 Dartmouth Ln., Deerfield IL 60015.
 - *28. D. J. Turnbull (GM, Ed. of ALEION), 6 St. George's Ave., Timperley, Cheshire, England.
 - *29. Rod Walker (GM, Ed. of EREHWON, ACHERON, UTOPIA, ZOTHIQUE, BESEROVIA, WILE 'N' WORRY) (Division Chief), 5058 Hawley Blvd., San Diego CA 92116.
 30. Charles Wells (GM, Ed. of DOUBLE CROSS/in LM; pub. of LONELY MOUNTAIN), 3021 Washington Blvd., Cleveland OH 44118.
- ...and there may be others.

Full Members, type F. Several people are eligible for membership under this provision. I can think of 8 offhand. I would like to propose them all for admission (without knowing at this point if they will actually join). The description says "retained", but many of these gentlemen ceased publication long ago. Those I suggest we consider for admission are (and see Item 2A, Ballot 5):

1. Doug Beyerlein, 3934 S.W. Southern, Seattle WA 98116. Doug was former GM/Ed. of REGIART; transferred his games to Hal Naus. He has also done considerable work in the area of rating systems. He is still quite active.
2. Dave Lebling, P.O. Box 281, M.I.T. Branch PO, Cambridge MA 02139. Former GM/Ed. of GLOCKORLA; transferred his games to Don Miller. Is still active, and is also working on a computer program for Gamesmastering. In addition, Dave was my predecessor as Division Chief.
3. Charles Reinsel, 120 8th Ave., Clarion PA 16214. Former GM/Ed. of BIG BROTHER; completed all his games. Still active, but (temporarily?) no longer publishing. Widely regarded as the most regular, timely, and consistent GM/publisher in business.
4. Rich Rubin, Senior House N-204, 4 Ames St., Cambridge MA 02139. Former Ed./GM of the NICOLET DIPLOMACY BULLETIN. Currently preparing to begin publication of a new Parliament 'sine (MINAS MOROUL?), so may qualify under type D, anyway, soon.
5. John Smythe, 4207 Teri Ln., Lincoln NB 68502. Former GM/Ed. of TRANFOR, one of the oldest Dippy 'sines; transferred games to John Koning. Still very active, and widely regarded as the most brilliant Diplomacy player alive. He has certainly won more games than anybody else.
6. Charles Turner, Box 418, T.E.D.S., Deerfield IL 60015. Former GM/Ed. of ARMAGEDDONIA; transferred games to John McCallum. Still very active. His 'sine was one of the most highly respected of its time.
7. Bob Ward (whose new address I do not have). Former GM/Ed. of MARSOVIA; completed game. Still active; does not publish primarily for lack of facilities.
8. Charles Welsh, Box 3197, Brown Univ., Providence RI 02912. Former GM in XANADU. While the 'sine itself was pusillanimously abandoned by its editor, Norm McLeod, Charles did his best to keep his games going and was able to complete one of them. Still an active player.

The addresses of 2, 4, and 6 will change when school ends. Copies of this issue will be mailed to them. See also Item 2B on Ballot 5 for any additional names you can think of under this type of membership.

7. The Division "Trade" Requirement. This is to clarify something. The requirement is that those of you who are associated (GM, Ed., Pub.) with an active Dippy or Dippy-related 'sine insure that holders of Division Archives (see also item 11, below) receive your 'sine, either through trade or subscription. This requirement is valid only if the Archive holder requests receipt of your 'sine. If he does not, you are under no obligation, either to send him the 'sine or to hold back copies (although the latter would be appreciated if at all possible). It is his responsibility to contact you.

8. "Regular" ... "Irregular" ... "Variant" -- and the Rating Systems. The term "irregular" has been used in ACHERON without having been defined. That is my fault, and it seems to have created some problems. Some, most particularly Len Lakofka, have expressed the fear that calling a game "irregular" will cause players to lose "credit" one on or another rating system.

I had no idea that anybody thought rating systems were very important. For what it is worth, however, let me repeat and amplify what I have already pointed out to Len. First, there is no rating system which is under the authority of the Division. The two major systems, those of McCallum and Johnston, are maintained by non-members who, even if they were members, would probably go tell us to fly a kite if we tried to get them to drop a game from their systems.

Second, these people are going to put in and take out what they want. John McCallum, for instance, rates only 7-man postal games, which means he excludes 5- and 6-man games, local games (such as WISWIS), telephone games (such as WISWIS), and probably others. Charles Reinsel, when he ran a rating system, excluded games which did anything which to him seemed wrong--for instance, he once threatened not to rate any of my games when the East High School (Bakers) Club was being considered for adoption. On the other hand, some systems (such as my Master Point Listing) will rate almost anything which even poses as a regular game--I include, for instance, all 5- and 6-man games, local and telephone games, and games with screwy rules (e.g., I rate LIABON DAFHERMUS's 1969AL, although it includes the Changing of the Guard, a "Rule interpretation" I once made up as a joke and utterly obsolete).

Therefore, it does not seem to make much sense to worry over who is going to "get credit" for what. This might be of some concern to the Division if the Division were to run its own rating system. Thus far, however, nobody has even suggested that we do such a thing, probably because--as we warned--the proposer it may very well get the job. I might add, however, that the old WISWIS Rating System still needs somebody to run it who has lots of time and a calculator. Anybody who wants to run that system on behalf of the Division (and has access to all or most of the current data--I'd provide the past data) can ask me about it. Among other things, the system rated all active players from FOI of all their games.

Anyway, back to types of games. One can design a rating system which takes into account all games, but I find it meaningless to compare a player's performance in, say, Mordor, to his performance in regular games. It is probably more meaningful to rate like against like--at least the majority of systems are predicated on that assumption. A variant game, obviously, is one which makes deliberate changes in the game board or in the rules. A regular game is one in which the GHI gameboard, and rules which the GHI thinks are regular, are used. For the purposes of the Division, it is also one in which those rules conform to the guidelines contained in the Permanent Rules. An irregular game is one which is very nearly regular, but which contains some peculiarity. One might consider, for instance, that a 5-man game, or a "telephone" game, is an irregular postal game. In addition, for purposes of the Division, an irregular game is one which departs from the Division's Permanent Rules.

I am not aware of any practical distinction, beyond that of definition, between regular and irregular games, save that some rating systems do not include some kinds of irregular games. However, all of these systems began to make such distinctions long before the terminology developed in the Division.

Now, if some of you will send me some ideas about what all this means...

9. Division Handbook. As mentioned last issue, while the Division has constitutional arrangements, it has no (written) Constitution. The reason should be obvious. We have not yet agreed on or discussed all of the arrangements such a constitution will or would contain. However, more and more of the Division's structures, processes, purposes, and whatnot are becoming clear and more-or-less settled. It thus seems necessary to put some of these down in semi-permanent form, so that members can find all necessary information in one place, and it will not be necessary to cover old

ground over and over again in successive issues, for the benefit of new members.

Therefore, this summer, these things are going to be compiled into a Division Handbook, which will be periodically updated by change sheets. The Handbook will be sent to all members and to new members or prospective members. Naturally, I will welcome suggestions of what to include...draft texts would be very nice.

10. A Division Newsletter. Aside from ACHERON, which must be devoted primarily to Division business, it would be nice if we could have a Division Newsletter (with some name or other), which would print information of a more general nature—material such as that which appeared in YE OLDE RUSSIE BULLETINE BOARDER, which Jeff Key has been unable to continue with: address changes of all people playing Diplomacy, general info on 'sines and games, and so on. We could start a new 'sine (if anybody is interested in publishing such a venture) or negotiate to use the facilities of an existing publication (such as Ken Borecki's GAMER'S GUIDE).

Idea? Volunteer? Comment? See Item #4, Ballot 3.

11. The Division Archive System. This project seems more in limbo than anywhere else. Although I have repeatedly requested ideas as to what the Archives might realistically be expected to do. I have received no response to date. I have suggested certain Division members whose collections are sufficiently large should act as archivists for the Division; however, the only person definitely committed to act in this capacity is myself.

One thing which must be borne in mind is that archive collections are private collections, and whatever services we receive from them must be donated. These collections are obtained and maintained entirely at the expense of the owner. Therefore, whatever we ask our archivists to do must be within the realm of reason—we cannot ask them to spend large amounts of their own money or time; however, we must have some idea of the things we might ask them to do.

The San Diego Archives have been active, however. For well over a year, large amounts of general information have been published in EREWON and, more recently, in NUNWOR. This will be supplemented by the standard series of completed game records which I hope to begin publishing this summer.

The importance of the archives goes beyond mere service, however. Without them, there would be no record of things which have happened in the past. Even now, a bare handful of people have collections which are at all extensive for the period 1962-1966. Some items exist in only one or two copies. I am sure that, by 1980, much of what we publish in 1970 will have disappeared, save for a few copies preserved in various collections. And the chance always exists that accidents—fire, flood, what have you—will destroy what remains.

Therefore, I ask your cooperation. If you have Diplomacy material which you no longer want...don't throw it out. Send it to me (Third Class, Return Postage Guaranteed); I'll gladly pay postage if you wish it. I already have over a cubic foot of stuff and expect more soon. As this material accumulates, I hope to transship it to Division members who want to maintain archives (believe me, it's expensive) and who have gaps in their files.

Please also advertise this in your 'sines and ask you players to forward unwanted accumulations to me. Remember, the more archives, as complete as possible, we establish, the less chance there is to lose everything through accident.

SPECIAL NOTICE

Jeff Key is seriously ill. He will not be able to publish for an indefinite period. Everyone is requested to be patient. Other 'sines, please copy.

Len Lakofka is also ill, but less seriously. This will delay his publications, however. Len, also, asks that players be patient. Other 'sines, please copy.

Rod Walker isn't even sick, but has three major papers to finish and a French language exam to pass (he's never had a course in it). His 'sines may start being even more irregular than ever. Please forbear...beg...beg...